

Dash and Cache Rules

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What's In The Box: (72) cards, (1) game die, (1) 30 second sand timer

Setup: The game is for 2-10 players, ideally 4-6, ages 8 and up. Shuffle the 72 game cards. Place the cards in a draw pile face down within easy reach of all players. Next to the pile a space should be designated for a discard pile, as well as a large open space that should be designated as the “Junk Pile”. The sand timer and game die should be readily accessible. Have one player turn over the 30 second timer. Each player has 30 seconds to grab 2 items of their choice from anywhere that they wish to include in the game. Once time is up, players must each place 1 item in the Junk Pile and may keep 1 item for their personal cache. If a player is not back to their starting position before time has expired, all items that they are holding must go into the Junk Pile. After this initial setup, deal each player five cards. They should be set in front of the player face up so that all players can see them.

Game Play: Each game card represents a type of item, and your goal is to get five items to match your five starting cards. The first player to get all five items wins! On your turn, you do two things. First, you roll the game die. Second, you do the action that you rolled. Your goal is to collect items. Items are anything that a player brings into the game and can be collected from anywhere. For example, a red item could be a pillow, plate, cup, toy animal, apple, book, or anything if it is accepted as a red item. Players add items to their cache, or collection of items to be used during the game. The action that you take on your turn is the same as the result of the game die you roll. There are six different results that you could get on the game die, each a different action. Even though you only need 5 correct items to win the game, you have no limit to the number of items you may stash in your cache.

Search: When you roll the magnifying glass, you can collect an item. Another player draws a card from the draw pile and reads the card to you. Then, the other player says “ready, set, go!” and flips over the 30 second timer, starting the search time. You have 30 seconds to search for an item that matches the card's description. Items in another player's cache and items in the junk pile are not available to be grabbed. Once you collect the item, you must get back to your starting position before the time is up. If you have successfully found an item and returned with it, you may add it to your cache. If you did not return to your starting position in time, you must place the item you were seeking into the Junk Pile. The item does not necessarily have to match one of your starting goal cards.



Steal: When you roll the bandit mask, you may steal one item from any other player and add it to your cache. You may not steal an item from the Junk Pile. If no other players have items to steal, you must reroll. The item does not necessarily have to match one of your starting goal cards.



Race: When you roll the running person, you must race another player for an item. You must choose any other player to race against you. Another player who is not in the race draws a card from the draw pile and reads the card to you both. Then, the other player says “ready, set, go!” and you must both race to find an item that matches the card’s description and bring it back to your starting position. Items in another player’s cache and items in the junk pile are not available to be grabbed. The first player to return with the correct item wins and adds the item to their personal cache. The loser of the race does not keep any items and must place the item you were seeking into the Junk Pile. The item does not necessarily have to match one of your starting goal cards.



Switch: When you roll the spinning arrows, you may switch any one of your items in your cache for any one item in the Junk Pile. If you don’t have any items, you may take one from the Junk Pile for free. If there are no items in the Junk Pile, you must place one of your items in the Junk Pile without return. If there are no items in your cache or in the Junk Pile, you must reroll. The item does not necessarily have to match one of your starting goal cards.



Trade: When you roll the handshake, you must make a trade with another player. Choose any other player to propose a trade with. If you don’t have any items, you must reroll. Another player, who is not involved in the trade, must turn over the 30 second sand timer. The trade must be completed in 30 seconds. You must offer one or more of the items in your cache in exchange for one or multiple items that they will offer you in return. Players may discuss the terms of the trade. Once a trade is agreed upon, the players must shake hands and exchange items. If no trade is agreed upon by the end of the 30 seconds, then both players must put one of their items into the Junk Pile. The items involved does not necessarily have to match one of your starting goal cards.



Auction: When you roll the gavel, you must run an auction. You must choose any one item in the Junk Pile to be auctioned off. If there are no items in the Junk Pile, you must donate one item from your cache to the Junk Pile to be auctioned off. If you don’t have any items either, then you must reroll. Once an item is selected, you must turn over the 30 second timer. All players may bid for that item by offering one or multiple of their items in return for a trade. By the end of 30 seconds, the player that has offered the most items wins the auction. If there is a tie, then you as the auctioneer may choose which



player wins the tie. If no players make a bid by the end of 30 seconds, you keep the item. After an auction is complete, the winning player keeps the item that was auctioned off, and the items that they offered goes into the Junk Pile. If more than one item was offered, you as the auctioneer gets to keep one item for your personal cache of your choice as a commission.

Note 1: If there is ever a controversy over whether an item fulfills a cards description, in other words if it does not obviously display the card's description, a player may challenge the validity of the item. All players must vote on whether to include accept the item as qualifying. All players must vote for or against the item, a tie vote results in accepting the item. Once the item has been accepted as qualifying for a particular card description, it cannot be challenged again during that game. If the challenge succeeds and the item is not found acceptable, it must be donated to the Junk Pile. If the challenge fails, the challenger must donate an item of his choice from his cache to the Junk Pile.

Note 2: Players may feel the need to run during certain aspects of this game. We encourage safety and cautious quick motions to avoid injury. We cannot be held liable for injuries or damaged property caused due to unsafe behavior.